



# Initial NuMI Beam Start-up

S. Childress, 6 Dec.. '04



# Dec. 3-4 Initial NuMI Primary Beam Start



- Low intensity 3E11; control each beam pulse extraction
- Target Out
  - Constraints: Don't radiate target hall (continuing effort with component handling tests); Transmit **PRIMARY** beam to hadron absorber.
- Major goal of test: Understand at early stage any fundamental issues with extraction and primary transport requiring Main Injector / Recycler tunnel access to address.
  - More than half of NuMI primary transport is in MI/RR interlock region



#### 2<sup>nd</sup> Beam Pulse







BPM's

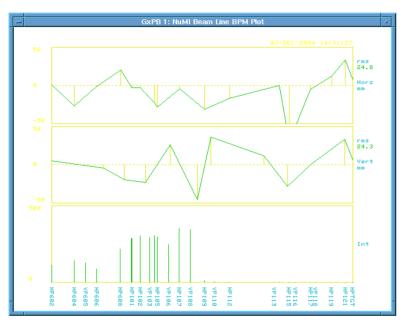
**Profile Monitors** 

Good extraction from Main Injector. Beam is lost in HV101 rotated dipole string.



#### 3<sup>rd</sup> Beam Pulse





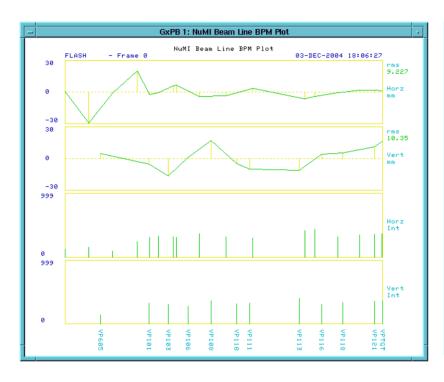


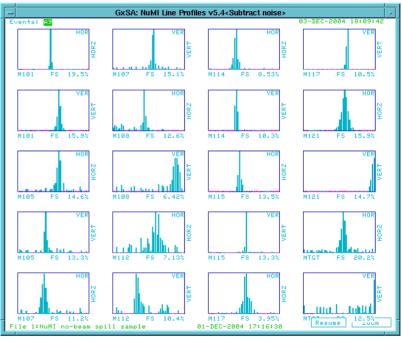
Bram transported to V108 Downbend



#### 8th Beam Pulse







Beam transported thru all NuMI magnets. Vertically high at targeting.



#### 10th Beam Pulse





Beam ~ centered on target



#### From 10<sup>th</sup> Beam Pulse



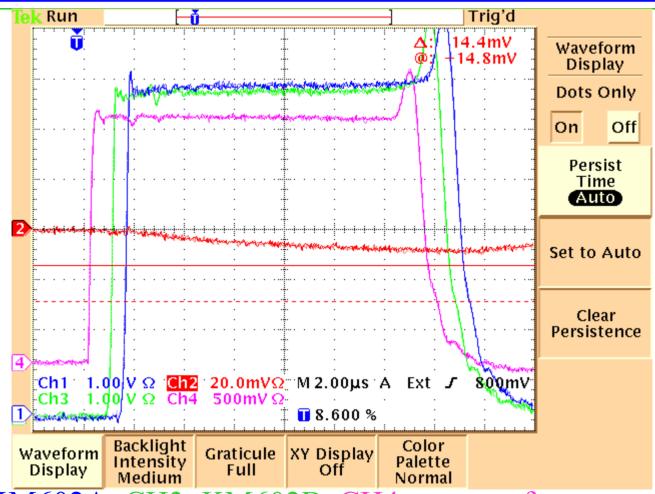


Primary beam centered at hadron absorber!



### NuMI kickers – Uniformity over Pulse?





CH1: KM602A CH3: KM602B CH4: output of power supply

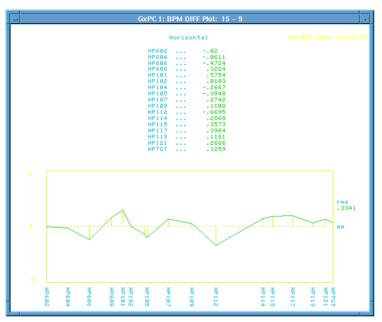
CH2: HP602



## Beam Variation at Target over Kicker Pulse



Need < 0.25 mm beam stability; 0.5% pulse uniformity





Sat Dec 4 13:50:08 comment by...AW -- BPM horizontal and vertical difference plots, +/- 2 mm scale, Pulse #12 (kicker advanced by 6 us) minus pulse #6 (kicker delayed by 1.5 us) Over a 7.5 us range measure 0.126mm deviation at target.



### Summary: Initial NuMI Primary Beam Effort



- Should note that this is just a start
  - MINOS will need 4 orders of magnitude increment in beam power beyond first test conditions.
- BUT A very successful initial start!

• This weekend results are dependent on the sustained efforts by MANY people. The experts for each system worked to commission their components for this first beam – Almost everything has worked very well!!



#### And then...









